COURSE DETAILS

Course Code: F20GP
Full Course Title: Computer Games Programming
SCQF Level: 10
SCAF Credits: 15
Available as Elective: No

DELIVERY LEVEL

Undergraduate: Yes  Postgraduate Taught: No  Postgraduate Research: No

Additional Information:

COURSE AIMS

To develop programming skills and techniques specific to the area of 2D and 3D computer games

LEARNING OUTCOMES – SUBJECT MASTERY

• Understanding of game theory and computer game history, genres and impact
• Understanding of game design concepts, elements and characters.
• Understanding of available tools and their application
• Knowledge of algorithms for path planning and navigation
• Knowledge of physically-based modelling in games and selection of techniques
• Knowledge of AI techniques in games and selection of techniques
• Ability to understand, design and implement a small-scale game using 2D and 3D tools
• Practical skills in graphics and AI programming in the computer games context

LEARNING OUTCOMES – PERSONAL ABILITIES

• Ability to think and plan in three dimensions
• Representation of, planning for, and solution of problems

Team working skills.

Ability to plan, design, prototype and communicate a game.

SYLLABUS

• Computer Games Design Concepts (Genres, Narrative and Fun).
• Elements of Game Design (Formal, Dramatic and System Dynamics).
• Character and World Design.
• Design Programming Patterns (Input, loops, structures, objects and optimisation).
• Games Creation Concepts (Conceptualisation, Prototyping, Playtesting).
• Game-state, simulator, renderer, (hierarchical) controllers.
F20GP Computer Games Programming

- Tools, environments and coding practices—e.g. graphics, C++ and engines.
- 2D and 3D game programming techniques.
- Physically-based modelling, particle systems, flocking.
- Obstacle avoidance and path planning.
- Group movement.
- Learning and adaptation in games.
- Action and behaviour selection.
- Procedural Generation.
- Course summary and review.

Prerequisites: C++ programming skills

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